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World Domination 2001/02
LDL Marauders:
Round One

by Jens Kreutzer
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Though ailed by various delays, the World Domination Championships 2001/02 (dubbed **LDL Marauders**) are still very much alive! The Qualifier round has ended, and Round One is already underway. Before the matches on IRC can begin, however, the two planned meatspace events must be concluded first. The one in France is already finished, and with Frédéric Chorein and Wilfred Ranque, we have the first two finalists! Congratulations. We are now waiting for the other tournament in Germany to get done, scheduled for January 12.

For those players still unfamiliar with IRC (Internet Relay Chat), this TRQ issue features an article on how to play **Netrunner** via IRC. Using the time till the IRC matches start to familiarize oneself with IRC might be a good idea, especially for Round One qualificants, but also for all other **Netrunner** fans who perhaps want to see the games live (and everybody is cordially invited to watch!).

All qualified players that have confirmed their intention to actually play in Round One, and who have not played in a meatspace Round One tournament, will then be divided into four (or maybe five) groups. All members of each group will then compete for one place in the Finals. The eight finalists will then play two mini-tournaments, one Sealed and one Revised Constructed. There will probably not be a time limit for these IRC matches—World Domination 2001 has already turned into World Domination 2001/02, and we're all in for the fun anyway. Also, I think that playing international opponents is the main idea behind a World Championship, which is why I will see to it that each group (while being determined randomly) will include as many different nationalities as possible.

A detailed account of who has qualified (and in what way), and who has confirmed their intentions to play, is given in another article in this TRQ issue. Watch out for news on World Domination on the **Netrunner** mailing list and on the official WD 2001/02 webpage, at

www.geocities.com/sunsetstrip/basement/9666/goodies/wd2001.html

If you have any questions or comments, just send me an email. I hope you will all enjoy the friendly competition! Thanks go out to Jennifer Clarke Wilkes for her generous prize support, still conjuring up hidden caches of goodies after official *Wizards of the Coast* support has long dried up.

Looking back at the past year, another champion of **Netrunner**, Zvi Mowshowitz, was thwarted in his valiant efforts of bringing about a rebirth of our favourite game. Admittedly, this was another great disappointment for us all, but perhaps not altogether surprising. Zvi, thank you very much anyway for your trouble and effort! It had the great side effect that some cards from *Silent Impact*™ were leaked as spoilers on Zvi's **Netrunner** R&D discussion list (on Yahoo!), which I'd like to publish here in the TRQ again soon.

Everybody, have a good and peaceful 2002, and as long as we keep playing and having fun, it doesn't really matter whether there is "official" support for **Netunner** or not.

Yours truly,
Jens Kreutzer
(TRQ Editor, WD 2001/02 Coordinator)

THE DIOSCURI (PART FIVE)

Psych Profilers – DIOSCURI—Corp

0*: Declare a card the Runner has in play or in the trash "profiled". Use this ability only once per game.
0*: Declare a card the Runner has in play "targeted". Use this ability only once per game.

Whenever the Runner plays a "profiled" card, add two Psych counters to Psych Profilers. If, during an action, the Runner uses any abilities printed on a "targeted" card, add one Psych counter to Psych Profilers at the end of that action.

2 Psych counters: Give Runner a tag. The Runner may pay 3* to avoid this tag.
6 Psych counters, 3*, A: Give Runner a tag. Receiving this tag may not be avoided.

Starting Hand: 4
Starting Bits: 3

Silent Wu Li – DIOSCURI—Runner

At the start of the game, put 12* on Silent Wu Li. After each run, put 1* on Silent Wu Li; you may then replenish stealth cards with bits from Silent Wu Li.

"Its beauty is like a rose unfolding in the garden. Beware thorns."

"Elementary, My Dear Wilson!" Famous Netrunner Stacks #12: TagMe

by Jens Kreutzer
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with support by Mark Applin and Byron "Neal" Massey
using material by Mark Applin and Wyatt Cheng

"Some cards in Netrunner will give you extra power at a cost. This cost is often the Corp giving you tags. By combining these cards, you cab reap all the benefits, but the cost stays the same: tags."
—Wyatt Cheng

The label "TagMe" doesn't really stand for a specific Runner stack; it rather stands for a general framework that is characteristic enough for qualifying as a **Netrunner** deck archetype, but still accomodates quite a lot of strategy variations. The main idea behind and the defining element of TagMe stacks is the following: Though Runners would normally do everything they can to avoid receiving tags, the TagMe approach consciously accumulates lots of tags (mainly as a result of using certain powerful cards) without the intent of getting rid of them—this of course means that watertight precautions must be made in order to avoid a devastating Corporate retaliation. It is as if the Runner was actively taunting the Corp, along the lines of, "Here I am, now what are you going to do about it?".

Wyatt Cheng is probably the progenitor of the TagMe approach, and we will, in the course of this article, listen to some of his insights first posted to the netrunner-l newsgroup on January 29, 1997. This is one of his comments on TagMe in general:

"TagMe decks are the antithesis of the Loan-from-Chiba decks. Whereas the Loan-from-Chiba bit engine used the massive surges of bits to set up massive tag defense and then power fast, powerful runs, the TagMe decks use cards which are otherwise unuseful because they give tags and set up defenses against Corp measures *against* tags.
Loan from Chiba: Get a tag and you're dead.
TagMe: Give yourself tags and stay alive."

TagMe stacks usually have the following points in common:

• Most importantly, they use Drone for a Day as their main bit engine. As a tradeoff for yielding one more bit than Score!, multiple Drones eventually let the number of tags rise into double digits. Since this card hails from the *Proteus*™ expansion, TagMe stacks have been around rougly as long *Proteus*.

• Since resources would get trashed anyway, TagMe stacks never use any.

• A heavy protection against incoming meat damage is a must in TagMe stacks. Cards that see frequent use in this respect include Armored Fridge, Full-Body Conversion, Dermatech™ Bodyplating, Emergency Self-Construct, Identity Donor, or most of the time, a combination thereof.

• Since tags are going to be amassed in ridiculous numbers because of the Drones anyway, other preps like Edited Shipping Manifests, Demolition Run or Remote Detonator can be used without restraint. They frequently make an appearance in TagMe stacks.

• For the same reason, MS-todon is an icebreaker choice that might be considered.

So, the strong points of TagMe are a solid sentry icebreaker choice, supported by the ample bit supply, next to some heavy artillery like Remote Detonator in the arsenal. Such a prep-heavy bitgaining scheme needs a powerful draw engine, which will most likely feature Bodyweight™ Synthetic Blood and some MIT West Tiers. A few Zetatech Portastations can be a worthwhile addition. This, plus the various card slots usually needed for a watertight meat damage prevention, take up a lot of deck space, and therefore, the problem area of TagMe stacks is probably their lean "winning kit": Often, there simply isn't much space left for sophisticated schemes. Since resources cannot be used for obvious reasons, that leaves programs (like a virus or two), hardware (perhaps an R&D Interface), and preps (Custodial Position, for example), as well as combinations thereof—the possibilities are manifold, if limited in scope.

Back in 1997, long before the release of *Classic*, Wyatt Cheng posted what was perhaps the first TagMe incarnation to the netrunner-l. Though a bit unfocused, it has a strong theme for its winning strategy:

Proto-TagMe (HQ attack, 46 cards)

8	**Drone for a Day**
4	**Edited Shipping Manifests**
9	**Bodyweight™ Synthetic Blood**
2	**MIT West Tier**
1	**Militech MRAM Chip**
1	**Skeleton Passkeys**
1	**Jackhammer**
1	**Big Frackin' Gun**
1	**Succubus**
1	**Emergency Self-Construct**
1	**Taxman**
1	**Crumble**
1	**Enterprise, Inc., Shields**
2	**Self-Modifying Code**
1	**Bodyweight™ Data Crèche**
3	**Armored Fridge**
1	**Full-Body Conversion**
1	**Gideon's Pawnshop**
3	**Organ Donor**
3	**Remote Detonator**

It's the Organ Donors that don't really seem to fit the TagMe theme, but then, with nine Bodyweight™ Synthetic Blood, the Runner will draw quite a lot of cards. Wyatt's attack strategy is an HQ-virus strategy—he pointed out the synergy between HQ viri and Edited Shipping Manifests (which let the Runner drop a virus counter even if no cards from HQ are actually accessed): "One of my favourite tatics is to have an HQ virus in play, and use Edited Shipping Manifests. Use the 10 bits gained to Remote-Detonator, and then run normally." This still holds true today if you plan on including some Manifests in your stack. However, as we will see, focusing exclusively on Drone for a Day is mostly how it is done nowadays.

Let’s leave the history books behind and look at a rather generic example of a “modern”, “pure” TagMe stack (i. e., no non-TagMe way of bitgaining). The following stack is by myself, but it unfortunately tends to lose a lot—it’s listed here mainly for the sake of the argument. We will subsequently look at ways of improving on “modern” TagMe strategy.

Generic TagMe (mainly HQ attack)

13	**Drone for a Day**
1	**Edited Shipping Manifests**
8	**Bodyweight™ Synthetic Blood**
1	**MIT West Tier**
1	**Militech MRAM Chip**
1	**Raffles**
1	**Pile Driver**
1	**MS-todon**
1	**Emergency Self-Construct**
1	**Shredder Uplink Protocol**
1	**Vienna 22**
1	**Enterprise, Inc., Shields**
2	**Zetatech Mem Chip**
1	**R&D Interface**
1	**Zetatech Portastation**
3	**Armored Fridge**
2	**Full-Body Conversion**
1	**Dermatech™ Bodyplating**
3	**Temple Microcode Outlet**
1	**Remote Detonator**

What possibilities are there for Runners trying to make the best of the TagMe strategy in a post-*Classic* environment? Basically, TagMe means needing a clumsy apparatus of draw power, bit-generating preps and meat damage protection as a tradeoff for having lots of bits to spend freely. This is illustrated by my stack above. In order to tweak this approach for creating a tournament-worthy stack, players have tried to cut down on the number of cards that crowd the slots needed for a winning strategy, as well as costing lots of actions to implement. There are two main ways of doing this:

• While MS-todon is cool, it means you also will have to use two other breakers for code gates and walls (e. g., Raffles and Pile Driver). Swallowing up three card slots and 3 MU for a breaker suite is not so cool when Bartmoss Memorial Icebreaker and Joan of Arc only need two of each. Bartmoss’ drawback of being really expensive against certain kinds of ice is partially balanced by TagMe’s bit abundance. Therefore, though sadly lacking in variety, lots of TagMe stacks sport the ubiquitous Joan/Bartmoss combo.

• Another area that lends itself to “downsizing” is the protection against meat damage. Though it’s cool to lay down one Full-Body Conversion and Dermatech™ Bodyplating after the other (and for zero installation cost), you need a lot of them to really make this work. There is one (perhaps overpowered) card in the game that shuts down all meat damage just by itself: Emergency Self-Construct. To use this program as the sole protection rather than as a last-ditch fallback surely is a possibility. Losing an action per turn is harsh, but many Runners gladly take the risk of encountering a Tag’n’Bag deck for whittling down their anti-meat damage card slots to just one!

Here is a TagMe stack built and utilized in various tournaments by UK Runner Mark Applin. Its winning strategy is, obviously, multi-access preps.

TagMe/Rush-Hour

14	**Drone for a Day**
8	**Bodyweight™ Synthetic Blood**
2	**MIT West Tier**
1	**Militech MRAM Chip**
2	**Bartmoss Memorial Icebreaker**
2	**Joan of Arc**
1	**Emergency Self-Construct**
1	**Enterprise, Inc., Shields**
5	**Self-Modifying Code**
6	**Rush Hour**
2	**All-Hands**
1	**Remote Detonator**

This deck simply relies on Emergency Self-Construct for meat-damage protection. In Mark’s words: “Even if the Corp does manage to ‘kill’ you, the deck is still fast enough to win most games. Otherwise, just Rush-Hour R&D until you win.” Here, instead of the three slots in my stack, there are eight slots for the “winning kit”. Plus, Mark’s stack sets up much more quickly, since with just one Bartmoss or Self-Modifying Code, the Runner can start running with relative confidence. At this point, only Joan of Arc and Emergency Self-Construct are missing to complete the whole setup. Note, however, that the Enterprise, Inc., Shields make both stacks illegal for Revised Constructed tournaments. They should best be replaced with Force Shield or Skullcap.

Next to multi-access and virus disruption (Vienna 22, Crumble, etc.), TagMe also lends itself to a Bad Publicity approach. Though not as foolproof as Emergency Self-Construct, Identity Donor can also hold its ground as a sole insurance against meat damage, while contributing tremendously to the Bad Publicity strategy. The following stack is also by Mark Applin.

TagMe/Bad Publicity

15	**Drone for a Day**
8	**Bodyweight™ Synthetic Blood**
3	**MIT West Tier**
1	**Militech MRAM Chip**
3	**Bartmoss Memorial Icebreaker**
3	**Joan of Arc**
2	**Self-Modifying Code**
2	**Scaldan**
1	**Shredder Uplink Protocol**
5	**Identity Donor**
1	**Remote Detonator**
1	**Bodyweight™ Data Crèche**

Note that Scaldan is Unique under the Revised Constructed rules. In Mark’s own words again: “Just run HQ and dump Scaldan counters. If it gets expensive, you can drop Shredder and detonate the HQ ice.”

While TagMe stacks can be reasonably strong in the Constructed tournament environment, there are some cards that severely disrupt them or even shut them down. For once, it is not

City Surveillance that is the most dangerous threat for a strategy depending on Bodyweight™ Synthetic Blood—quite the contrary: the more tags, the merrier. No, the most dangerous card is Closed Accounts, since there is absolutely no defense against it, and the bit engine only works as long as the "bottom line" of the 4 bits in pool needed to play a Drone is not crossed. With *Classic*™ adding Street Enforcer and Shock Treatment to the anti-TagMe arsenal, Mark went as far as to retire his two decks (which are both pre-*Classic*). Sure enough, at least Closed Accounts has shown up in Corp players' decks as a metagame reaction to TagMe stacks.

Still, all is not lost. Some considerations on post-*Classic* TagMe tech come to mind: First, it is not unknown for TagMe stacks to include one or more copies of Total Genetic Retrofit to get rid of all tags in a pinch. This might be a way of circumventing (and hopefully trashing) Street Enforcers and Shock Treatment.

Second, *Classic* has not only hurt TagMe, but also helped it along by adding Zetatech Portastation to the mix. While Closed Accounts will always be a painful experience, having four Portastations installed negates the long rebuilding phase needed to get back up to the "bottom line" for Drone for a Day. Plus, since a lot of bits are invested in the `Stations, there might be less left in the pool to be lost to Closed Accounts. Also, if the Runner bases his or her winning strategy on preps like Rush Hour and Remote Detonator (not to mention Bodyweight™ Synthetic Blood), the Portastations will probably be worth the investment. Of course, another card to look out for would then be Power Grid Overload…

Good luck with your TagMe experiments—I'm sure that the last word has not yet been spoken on this solid, manifold and fun Runner strategy, though Wyatt sure gave it a shot:

"So what can the Corp do to you when you have tags?
- Give you more tags: Ha!
- Meat damage: Armoured Fridges, Emergency Self-Construct, Full-Body Conversion, MRAM Chips.
- Powergrid Overload: Cybernetics in the form of MRAM Chips and Full-Body Conversion.
- Trash resources: Don't play with resources.
- Closed Accounts: Cry. And draw 4 bits."
—Wyatt Cheng, January 29, 1997

LDL Marauders: Who's In, Who's Not (And Why)

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All of this information can be found on the WD 2001/02 webpage, but it's nice to have it in a neat printable format as well (or so I thought). Therefore, here is an overview about who is playing in LDL Marauders, and how they earned that right.
The Championships have three rounds: The Qualifier round, Round One proper, and then the Finals. To become world champion, you first need to be qualified for taking part in the championship at all. Some players were already prequalified from previous tournaments. These are:

The Top 3 from World Domination 1999
1. Byron Bailey (USA)
2. Richard Cripe (USA)
3. Ocke Rörden (GER)

The Top 3 from the American Nationals 1999
[#1 already qualified in WD 1999 Finals]
2. Jason Erdmann (USA)
3. David "Yogi" Ugorek (USA)
4. Chris Johnson (USA)
4. Rob Konitzer (USA)

The Top 3 from the French Nationals 1999
(prequalified for WD 2000 which never happened)
1. Patrice Gross (FRA)
2. Frédéric Vasseur (FRA)
3. Florent Jeudon (FRA)

The Top 3 from the German Nationals 1999
(prequalified for WD 2000 which never happened)
1. Daniel Schneider (GER)
2. Thorsten Kootz (GER)
3. Peter Dringautzki (GER)

The reigning South German Regional Champion (1999)
1. Lukas Kautzsch (GER)
Note: Lukas also coordinated the last WD championship.

The Top 3 from the European Championships 2000
[#1 already qualified in French Nationals 1999]
2. Stéphane Toupart (FRA)
3. Rik Geysels (NL)
4. Yannick Mescam (FRA)

The Top 3 from the French Nationals 2000
[#1 already qualified in Euro 2000]
2. Olivier Flament (FRA)
3. Gabriel Burkhard (SWI)
[#4 already qualified in Euro 2000]
5. Rémy Bérenguer (FRA)

The Top 3 from the German Nationals 2000
1. Roland Schediwy (GER)
2. Holger Janssen (GER)
3. Erwin Wagner (GER)

The Top 3 from the UK Nationals 2000
1. Philip Harvey (UK)
2. Joe Godbehere (UK)
3. Paul Grogan (UK)

All players that were not prequalified could enter into a qualifier tournament to qualify. Depending on the number of participants, one or more players would earn the right to take part in WD Round One. Unlike with the prequalified players, if somebody dropped out for some reason or another (like being already prequalified), the next player on the line would get that player's slot. Here is a list of all qualifier tournaments in the world and of the qualificants:

2 September - **Sapporo, Japan** (8 players)
1. Masayasu Takano (JAP)
[#2 has dropped]

3. Makoto Kouyama (JAP)

9 September - **Atlanta, USA** (9 players)
1. Graham Coleman (USA)
2. Ian Port (USA)

15 September - **Tokyo, Japan** (12 players)
1. Fumiyoshi Nagashima (JAP)
2. Sadato Kato (JAP)
3. Muneki Tada (JAP)

16 September - **Brussels, Belgium** (13 players)
1. Yannick Mescam [prequalified]
2. Yves Savonet (BEL)
3. Frédéric Chorein (FRA)
4. Gilles Delcourt (BEL)

16 September - **Hatfield, U. K.** (6 players)
1. Philip Harvey [prequalified]
2. Mark Applin (UK)

16 September - **Ottawa, Canada** (4 players)
[#1&2 can't participate in the next round and so dropped]
3. Sean Harvey (CAN)

16 September - **Seattle, USA** (6 players)
1. Byron Bailey [prequalified]
2. Byron "Neal" Massey (USA)

22 September - **Karlsruhe, Germany** (9 players)
1. Dieter Geulen (GER)
2. Holger Janssen [prequalified]
3. Lukas Kautzsch [prequalified]
4. Michael Nock (GER)

6 October - **Houston, USA** (4 players)
1. Scott Berger (USA)

7 October - **Paris, France** (10 players)
1. Wilfred Ranque (FRA)
2. Gabriel Nassif (FRA)

This means that the following players are eligible for playing World Domination Round One. Key to the table: *=confirmed intention to compete; #=dropouts.

*1. Mark Applin (UK)
*2. Byron Bailey (prequalified) (USA)
*3. Rémy Bérenguer (prequalified) (FRA)
*4. Scott Berger (USA)
*5. Gabriel Burkhard (prequalified) (SWI)
*6. Frédéric Chorein (FRA)
*7. Graham Coleman (USA)
*8. Richard Cripe (prequalified) (USA)
*9. Gilles Delcourt (BEL)
#10. Peter Dringautzky (prequalified) (GER)
*11. Jason Erdmann (prequalified) (USA)
*12. Olivier Flament (prequalified) (FRA)
*13. Dieter Geulen (GER)
*14. Rik Geysels (prequalified) (NL)
#15. Joe Godbehere (prequalified) (UK)
*16. Paul Grogan (prequalified) (UK)
*17. Patrice Gross (prequalified) (FRA)
*18. Philip Harvey (prequalified) (UK)
*19. Sean Harvey (CAN)
*20. Holger Janssen (prequalified) (GER)
*21. Florent Jeudon (prequalified) (FRA)
#22. Chris Johnson (prequalified) (USA)
*23. Sadato Kato (JAP)
*24. Lukas Kautzsch (prequalified) (GER)
#25. Rob Konitzer (prequalified) (USA)
*26. Thorsten Kootz (prequalified) (GER)
*27. Makoto Kouyama (JAP)
*28. Byron "Neal" Massey (USA)
*29. Yannick Mescam (prequalified) (FRA)
*30. Fumiyoshi Nagashima (JAP)
*31. Gabriel Nassif (FRA)
#32. Michael Nock (GER)
*33. Ian Port (USA)
*34. Wilfred Ranque (FRA)
*35. Ocke Rörden (prequalified) (GER)
*36. Yves Savonet (BEL)
*37. Roland Schediwy (prequalified) (GER)
*38. Daniel Schneider (prequalified) (GER)
*39. Muneki Tada (JAP)
*40. Masayasu Takano (JAP)
#41. Stéphane Toupart (prequalified) (FRA)
*42. David "Yogi" Ugorek (prequalified) (USA)
*43. Frédéric Vasseur (prequalified) (FRA)
*44. Erwin Wagner (prequalified) (GER)

Of these, some have already played in a meatspace tournament, others have dropped out of the tournament for various reasons. The remaining players will battle it out in cyberspace, on IRC. Come and watch!

Netrunner on IRC

by Jens Kreutzer
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With a large proportion of the ongoing World Domination championship taking place on the Internet, this article attempts to give a basic introduction to using IRC (Internet Relay Chat), so that readers unacquainted with IRC will be able to play **Netrunner** on IRC, or to watch the championship matches "live". It's actually rather easy to learn, and great fun to boot. So not to worry!

What is IRC?

While email is a fast way of communication, it's still more like writing letters than like having a telephone conversation. IRC is an attempt at making realtime conversation with multiple participants possible via the Internet. Everybody who is logged in shares the same screen, and what is typed is immediately displayed on the screens of each participant. If text is used to describe the processes involved in playing **Netrunner**, that, too, can be done via IRC. The one problem is verifying that nobody is cheating. This

can be solved by appointing an impartial judge who determines all random processes (like card-drawing, accessing HQ etc.). More on that below.

What do I need to get a connection to IRC?

Only two things:

● A computer that has access to the Internet, and
● software to interface with an IRC server.

While there are several choices as to which software (called a "client") you could use, I'll stick to a client called mIRC, which is the one I use myself. It's free, by the way (but needs Windows, and you might consider registering it after 30 days).

How do I connect?

First of all, you need to get the software, which you can download for free at www.mirc.com (follow the instructions there). Save it to your harddisk and then install it on your computer. Once you have done that, use your modem to connect to the Internet. Then click on the mIRC icon to start the program. An options dialogue box will appear, and you'll need to enter some information, like your name, email, and nickname. The nickname is the name that will be visible to your chat partners (it might be your real name; I tend to use "Tinweasel", so please choose something else). Sometimes, if your nick is already taken by somebody else, the one you've entered in the "Alternative" box will be used instead. If that's taken too, a prompt will appear later to make you select another.

You will also have to select an IRC server you want to connect to—in the past, **Netrunner** has been played mostly on EFNet or Undernet, but when a **Netrunner** IRC meeting is scheduled, you will be told which one to use in order to find the other players. It doesn't really matter that much if you're just trying out things. When choosing an individual server within EFNet or Undernet, try one that's close to your meatspace location. When everything is ready, click the OK button. mIRC is now ready to use.

[The following is filched from the mIRC website in part.] To actually set up a connection, click on the File menu and select Connect. Or select the lightning button in the Toolbar for the same effect. After a short wait (up to 20 seconds) you will see some meaningless blurb appear in the status window. The last line will say something like "End of MOTD command". You are on IRC now! Congratulations. If the connection fails or is refused, just retry or try another server.

How do I find the other Netrunners?

When you first connect to IRC, the mIRC Channels Folder will pop up. It shows a selection of the most popular IRC Channels available all over the world. You might want to try some of them? You can double-click on any channel suggested in the list. Or you can select more channels and hit the Join button.

While this might be fun and a good way to try out using IRC, chances are that you won't find any **Netrunner** players there. If there is a match scheduled on IRC, an individual channel will be set up just for this purpose, usually called #netrunner (note the # sign in front of a channel's name). Which channel to choose, and whether on Undernet, EFNet or somewhere else, will all be communicated in the match announcement—as will be the time of the meeting, most importantly (do remember that different players will probably live in different time zones).

If you can find the channel in which the match is going to take place on the list, just join; but if you're the first to arrive, you can type the /join #[channel] command in the single line box at the bottom of the Status window. If you type "/join #netrunner", and there is no channel #netrunner yet, a channel #netrunner will be created. You can then wait there for the other players to show up.

What do I do once I've joined the right channel?

When you join a channel, a new window will appear on your screen. The names on the right-side column are those people who are currently joined in the channel (If you've just created the channel, this will be just you). The left-hand window is where everyone's conversation takes place. To say things to the people joined to the channel, just type your comments in the single row box at the bottom of the channel's window and hit Return/Enter. To leave a channel, just close the channel window.

Tell me about some cool mIRC commands

While anything you type in the dialogue box will appear in the channel so that everybody can read it (and with your nickname in front of it, so people will know who said it), there are quite a few nifty commands you also can use. They all start with "/" to mark them as commands. Some of them are:

/join #[channel] — This one you know already.

/me does xyz — Displays anything typed after /me as a sentence with your nick as the subject, i. e. "Tinweasel does xyz".

/nick xyz — Changes your nickname to xyz.

/whois [nickname] — Shows information about someone in the status window.

Alternatively, you can click on the Commands menu to get a list of the most important commands.

How does playing Netrunner work on IRC?

So the two players, the judge (in a friendly, i. e. non-tournament game, you can do without one) and any number of spectators have gathered on the correct channel. Excellent. How do we proceed now?

First of all, IRC does not provide you with an actual representation of the game table or the cards. You just tell the other people what you *do* during the game, but it helps tremendously if everybody has some means of visualizing the actual situation.

You will probably have a copy of the deck you're playing with, but in order to represent the opponent's side, having a set of **Netrunner** cards (or at least a spoiler list), some counters or dice for representing the bits of either side, as well as some pencils and paper for jotting down notes, will come in handy. Note that you are yourself responsible for getting an accurate picture of the current game situation. An interesting side effect is that nobody will complain—or even notice, for that matter—if you're using proxies in your deck. IRC effectively negates the advantage of "card lords"!

In a competitive game, both players will email the judge privately to tell him or her what kind of deck they will be playing. The judge will then build these two decks at home, and all accessing and card-drawing and shuffling will be done by the judge. For starters, he or she will tell each player what their starting hands are. Then, the Corp player can begin the first turn.

Setting up private direct chat channels (DCC)

Obviously, it wouldn't be a good idea if the judge announced sensitive information like the starting hands on the "public" channel (i. e., usually #netrunner). For this purpose, the judge will create two private channels, one for each player. What is written on these channels can only be seen by the judge and the

appropriate player. Creating such a private channel is usually the judge's task, and a player will just see a box saying something like "[judge's nickname] wants to chat with you. Do you accept?", in which case, you just click on "Accept". An additional dialogue box will appear, for your private conversation.

You can create such a private channel by right-clicking on a nickname in a channel's right-hand box and looking for the DCC command, or you can type "/dcc chat [nickname]" in the dialogue box. There is also a DCC menu on the top, between Tools and Command. Wait a couple of seconds for your chat partner to acknowledge your DCC request. And by the way: Try to not get confused by the multitude of windows on your screen by now. Always verify that it's indeed the judge you're sending the name of that Hidden Resource to!

Netrunner lingo on IRC

By now, you should have a DCC connection to your judge, and also received your starting hand. In order to actually start playing, it is helpful to know some abbreviations that are usually used in online **Netrunner**.

d: draw (similarly, **dd**: draw two cards, as with Employee Empowerment etc.)

a1, a2, a3, a4: first action, second action, and so on.

, **, X: an asterisk means "bit" or "bits".

sot: start of turn

eot: end of turn

ins: install

ice1 HQ, ice2 HQ, ...: the innermost (first) ice on HQ, the second ice on HQ, and so on.

sdf1: subsidiary data fort #1

anu: agenda, node, or upgrade. This is used when a conceiled card is being installed in a data fort.

adv: advance

AP: agenda points

TC: trash cost

A/B/C: At the end of each turn, such a status report on a player's current agenda points, bit pool, and cards in hand is given. This facilitates verification and is a sign that the opponent may begin his or her turn. Example: 2/5/3 means 2 agenda points scored, 5 bits in pool, and 3 cards in hand.

Sample IRC Netrunner game

What you might actually see on the "public" channel might look like this, with <Arasaka> facing off against <Tinweasel> in our example:

<Judge>Ok Corp player, begin first turn.
<Arasaka>Ok.
<Arasaka>sot: d
<Arasaka>a1: ice1 HQ
<Arasaka>a2: ice1 R&D
<Arasaka>a3: Accounts Receivable (+4*)
<Arasaka>0/9/3

What card was drawn at the start of the turn would be announced by the judge on the private DCC channel, just as the Corp player would have to tell the judge in private which piece of ice went on HQ and which on R&D.

<Tinweasel>a1: install Jackhammer *
<Tinweasel>a2: run R&D
<Tinweasel>approach ice1 R&D
<Tinweasel>rez?
<Arasaka>no rez
<Tinweasel>access R&D
<Arasaka>ok
<Tinweasel>no luck! :-)
<Tinweasel>a3: run HQ
<Tinweasel>approach ice1 HQ
<Arasaka>rez Marionette 3*
<Arasaka>trash Jackhammer, end the run
<Tinweasel>oops
<Tinweasel>a4: Livewire's Contacts +3*
<Tinweasel>0/7/3

Accessing the top card of R&D would also be done on the private channel between the judge and the Runner. On to the next turn:

<Arasaka>sot: d
<Arasaka>a1: ins anu sdf1
<Arasaka>a2: adv anu sdf1 (-*)
<Arasaka>a3: Systematic Layoffs (-5*)
<Arasaka>adv anu sdf1 x2
<Arasaka>score Unlisted Research Lab
<Arasaka>2/0/2

When installing or advancing something, it is very important to always make it clear what is affected where (like, an agenda in subfort 1). Another Runner turn:

<Tinweasel>a1: ins Newsgroup Filter (-5*)
<Tinweasel>a2-3: ** **
<Tinweasel>a4: Custodial Position (-2*)
<Tinweasel>approach ice1 R&D
<Tinweasel>rez?
<Arasaka>no rez
<Tinweasel>access 3 cards
<Tinweasel>trash BBS Whispering Campaign (-4*)
<Tinweasel>trash Siren (TC=0)
<Arasaka>Are you done yet? :-)
<Tinweasel>no
<Tinweasel>score Corporate War (+3 AP)
<Tinweasel>3/0/1

Note how one or more actions can be "compressed" into one line, and how "**" can easily be understood as using Newsgroup Filter's ability. Once more, the three cards accessed from R&D would be named by the judge via private channel (this is always a moment of high tension for the Corp, since it can take a while). The Corp's turn:

<Arasaka>sot: dd
<Arasaka>a1: *
<Arasaka>a2: ins ice2 R&D (-*)
<Arasaka>a3: ins ice2 sdf1
<Arasaka>sorry
<Arasaka>got it wrong:
<Arasaka> a3: ins ice1 sdf1
<Arasaka>2/0/2

It is easy to make mistakes when typing away; in this case, don't worry and just type it again in the correct way. Thankfully, other people will sometimes point out your mistakes. One last turn:

<Tinweasel>a1-3:** ** **
<Tinweasel>a4: Bodyweight Synthetic Blood -**
<Tinweasel>eot: trash Rabbit
<Tinweasel>3/4/5

By the way, it is no crime at all to write in a little more verbose style, and if you have difficulties understanding something, just ask—people will be happy to explain. Usually, a little common sense will make interpreting the IRC lingo easy.

And now, have fun with **Netrunner** on IRC—see you in Netspace! For further material on IRC and mIRC, the mIRC website is an excellent starting point (also for non-Windows clients).

Did You Know?

Bits and Pieces from the NR Trivia Collection

#12: Anagrams in Netrunner

by Jens Kreutzer
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Looking at the title of this article, you might ask: So what's an anagram? The word comes from New Latin *anagramma*, that in turn coming from Greek *anagrammatismos*; *ana-* meaning "up, again, back, new", and *-gram* meaning "letter". An anagram is a rearrangement of the letters of one word or phrase to form another word or phrase. Sometimes, you can find amusing results in this way. A simple example is to rearrange the letters of *evil* to get *vile*, a more complicated one, changing *Clint Eastwood* to *Old West action*. Or, *Proteus* to *top user* (or *our pest*)!

The easiest way of forming an anagram is simply reversing a word, but most often, you only get gibberish. This is what happened to Larry Niven, a famous science-fiction novelist, who is also Richard Garfield's favourite author. Niven is probably best known for his book "Ringworld". If you spell Niven's name backwards, you get "Nevinyrral". This not only appears on the **Netrunner** Corporation card of the same name, but also on the card Nevinyrral's Disk in **Magic: The Gathering™**.

On to more complex anagrams, of which there are quite a few in **Netrunner** (maybe there are still more to discover!). Scaldan rearranges to form "scandal", which seems fitting for the bad-publicity nature of this virus.

Ever wondered what "MIT West Tier" is supposed to mean? Well, MIT is short for the Massachusetts Institute of Technology, and *tier* (which rhymes with *beer*, for non-native speakers of English) means roughly, "level". But you might have heard that MIT West Tier is an anagram of "Timetwister", a card from **Magic: The Gathering** with a very similar game effect.

The two masterminds behind **Netrunner** also hid their names in anagrams within the game. "Omni Kismet, Ph. D." is an anagram of Mike Pondsmith, designer of **Cyberpunk 2.0.2.0.**, the roleplaying game that lent **Netrunner** its background story. The picture on the card is (quite recognizably) a portrait of Mike. And finally, "Filched Radar Rig" (found on page 9 of the **Netrunner** Rulebook) is an anagram of Richard Garfield himself.

It appears that the *Wizards of the Coast* design team is very fond of anagrams, and indeed you can have lots of fun with them. At

`www.wordsmith.org/anagram/index.html`,

you can find a collection of famous anagrams ("Internet access" gives "ancient secrets") as well as an anagram generator to check out whether your name or any other phrase you might choose contains any hidden messages. In honor of the "third pillar" of **Netrunner**, Jennifer Clarke Wilkes, I tried to find an interesting anagram for her name, but "A jewel fencer: link risk", "A new ice rink: jerks fell", and "A Finn's jeweller: kicker!" is about all the generator came up with. Sorry, Jennifer! But do note the *Neuromancer* reference involving Finns and jewels.

Next question: What's a palindrome? A palindrome is a word or phrase that can be read from front to back as well as from back to front. Some easy examples:
Racecar.

Evil olive.

Some longer examples:

Cigar? Toss it in a can, it is so tragic.

A man, a plan, a canal—Panama!

Unfortunately, there are no known palindromes in **Netrunner**, but perhaps we can hope for further expansions to see to that. ☺

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